

**Williamson County Parks & Recreation
Athletics Rule Guide—2006-2007**

Table of Contents

Governing Body
Eligibility
Player Conduct
Supervisor Duty
Adult Softball Playing Rules
Adult Basketball Playing Rules
Adult Volleyball Playing Rules
Adult Flag Football Playing Rules
Adult Indoor Soccer Playing Rules
Youth Girls Softball Playing Rules

Governing Body

The governing body of this league will be the Athletic Supervisor from the Parks and Recreation Department or an assigned representative in his absence.

Eligibility

1. All Williamson County residents are eligible. Non-county residents may be charged an additional fee to play.
2. All players and coaches must be 18 years old and out of high school.
3. All rosters must be completed and turned into the Recreation Department before the first scheduled game.
4. All players must sign the roster before the first game to be eligible to play.
NO SIGNATURE, NO PLAY!
5. A player's complete name, address, phone number, and signature **MUST** be on the player roster before playing in a game. Coaches have four (4) weeks from the start of the season to add players to their roster. No changes or additions can be made after the fourth week of play. Players cannot change teams from their original roster once the season starts, unless their original team drops out of the league. **A player must play in a MINIMUM of THREE (3) regular season games to be eligible for post-season participation.**
6. All protests of eligibility must be brought to the attention of the League Supervisor immediately **BEFORE** the game or the protest will not be accepted.
7. Any player whose eligibility is questioned must provide a valid driver's license to the league supervisor upon request. If no ID can be provided, the player will not be allowed to play.

Player Conduct

1. **ALL FACILITY / PARK / ARENA RULES MUST BE FOLLOWED.**
2. Only one spokesman is permitted for each team. This is the captain or coach of the team designated at the beginning of the game. The spokesman (captain or coach) will accept full responsibility for the actions of the team and its fans.
3. All spectators must remain in the seating area during the contest. Anyone not wishing to abide by this rule will be asked to leave the venue. At no time are children to be left unsupervised in or at the facility.
4. A player, coach or spectator involved in fighting will be immediately removed from the contest and facility/venue. In addition, the involved parties will be suspended from all recreational leagues and facilities indefinitely.

5. Any individual, player or spectator, acting in a threatening way to a supervisor, umpire or another player will be suspended indefinitely.
6. The Athletics Administrator will make all decisions regarding suspensions and appeals
7. Abuse of umpires, officials, supervisors and / or WCPR staff may result in suspension for two or more games/matches. This includes after a game is complete.
8. Any unsportsmanlike conduct or ejection as deemed by the umpire, referee or official will result in the participant being removed from that contest. Any ejected player must also leave the facility/field/arena immediately and will also be suspended from playing in their next scheduled contest.
9. If a player or coach is ejected from a game on two separate occasions during one season, the WCPR Athletic Division Staff will review that person for the purposes of the suspensions or other appropriate action.
10. DRINKING ALCOHOL BEVERAGES OF ANY KIND IS PROHIBITED AT ALL WILLIAMSON COUNTY PARKS AND RECREATION FACILITIES AND FIELDS. Appropriate action will be taken against offenders. Persons intoxicated or thought to be intoxicated will not be allowed to participate and must leave the facility immediately. This applies to spectators also.
11. Profane language and unruly behavior will not be tolerated.
12. No player shall touch or threaten a league official, umpire or referee. If this occurs, the person(s) will be barred from ALL WCPR Department activities and facilities for an indefinite period to be set by the WCPRD.
13. It is the coach's responsibility to have all players sign their roster prior to playing. It is also the coach's responsibility to inform the players of the rules and regulations set forth by the WCPR Athletic Department. Ignorance of the rules will not be an excuse.
14. **No league fees will be refunded once the season has begun.** All fees must be on deposit by the announced deadline, or no play.
15. No spitting in WCPR facilities (Indoor Soccer Arena, Basketball Courts, Tracks, etc).

ADULT SOFTBALL

Eligibility – Also See Page 1

1. At Fieldstone Farms, non-county residents must pay an extra \$10 fee per player, with a cap of five out-of-county players. Out-of-county fees must be paid by 5th week of the season. At this time, out-of-county players who have not paid out-of-county fees will be declared ineligible.
2. Teams shall be allowed to carry 20 players and 1 coach on the roster. All players and coach in order to be eligible must sign an official player contract/roster and have it filed with the Parks & Recreation Department.
NO TEAM CONTRACTS / ROSTERS - NO PLAY!! Coaches are eligible to play.
3. During Spring Leagues at Fieldstone Farms, players may play on **only one** team in the Men's Open league, one in the Men's Church league, as well as, one in the Coed league. i.e. a player may be on an AAAA Open, AAAA Church, and AAAA Coed. AAAA & AAA players may not play for an AA or A league team. For Open League Play, there is no limit as to how many leagues one may participate.

Rule Changes For the 2006 Season

1. **Pitching Change--** A 6 ft box will be designated behind the soft pitching rubber. A pitcher may pitch from the rubber or inside any part of the pitching box. A pitcher must come to a complete stop from the rubber or the box before releasing the ball. If not on the rubber, one foot must be in or touching the box. The pitcher's box will remain in only as a measure to give the pitcher added distance from the plate.
2. **Player Safety—Shooting The Middle—**If the pitcher is hit with a batted ball, the batter is out. The pitcher can be in or out of the pitcher's box. The ball is dead and the runners cannot advance. There are no warnings given to teams.
 - a. If a sharply hit ball hits only the glove for an out or caroms off away from the body, normal rules apply.
 - b. If a batted ball hits the glove and caroms into the body, the batter will be called out.
 - c. On a softly hit ball to the pitcher, the pitcher cannot purposely let the ball hit him / her.
3. **Unsportsmanlike Conduct--** Any player heard by the umpire verbally threatening to "shoot the middle" or put another player in danger will be considered unsportsmanlike conduct. The penalty for this will be ejection from the game by the umpire.
4. **2006 Legal Bats--** All USSSA stamped "Official Softball Bats" will be legal for league play. All other bats such as Miken Ultra 2 or Titaniums without the USSSA stamp will still be illegal for league play.
5. **2006 Legal Ball--** Men's Open and Church Leagues will use any 12", 44 COR, 525 or 375 compression White or Yellow Elite Ball. For Women's Leagues or women batters in Coed Leagues, use the 11", 47 COR, White or Yellow Distance Ball. If, in the umpire's judgment, the ball is too dirty or muddy, the batting team will be asked to replace the ball before play will resume. WCPR recommends that teams bring clean towels or Soft Wipes to keep the ball in playable condition.
6. **Forfeit Times--** All games will have a fifteen minute grace period. 6:00 double headers will have forfeit times at 6:15 and 6:30. 8:00 games will have forfeit times of 8:15 and 8:30. All single headers and make-up games will have a fifteen minute grace period as well. When 9 players arrive, the game will start. No waiting for the 10th player to arrive. The field supervisor will make the final decision.

Game

1. Double-Header leagues will play two 55-minute games. Each game will stand on its own. Extra time cannot be carried from one game to the next. **Time will be kept on the field by the umpire with a stopwatch. No new inning will start after 55 minutes.**
2. Single-Header leagues will have a 55-minute time limit. No new inning can be started after the 55 minutes have ended. The inning in progress will be finished. This applies to all games with the exception of the tournament championship game, which will have no time limit and no tie breaker. All other rules still apply. **Time will be kept on the field by the umpire with a stopwatch.**
3. A team can and must start the game on time with 9 players, the 10th spot in the lineup will be called out. **Use of the grace period to wait for a 10th player is**

- prohibited.** If the 10th player arrives, he must be put at the end of the batting order and can enter immediately. If a team starts with 10 players, they can finish with 9 players. In the case of injury, or ejection, or a player voluntarily withdrawing from the game, an out will be recorded each time that spot comes up in the batting order and the home plate umpire must be informed. Teams can also bat 11 batters and play 10 defensively. Batting order cannot change, but defense can change at will (USSSA AH Rules).
4. Base coaches and one on deck batter are the only people out of the dugout.
 5. No smoking will be allowed on the field or in the dugout.
 6. Mercy Rule applies when a team is up by: 20 runs after 3 innings, 15 after 4 innings, or 10 runs after 5 innings.
 7. All players must wear the same color T-shirt(s) or jersey(s) with different numbers. Penalty: warning for initial offense, cannot play on second offense. Grace period is the first two weeks. Week three, all teams must have shirts.
 8. Each team must provide a new ball for each game.
 9. No metal or steel cleats allowed.
 10. Home team is responsible for the official score sheet and will turn in SCORE SHEET and CLIPBOARD to Field Supervisor at the end of game.
 11. Visitor team will keep the scoreboard updated between innings if one is operational.
 12. Score sheets will be provided; Players names and numbers must be legible. No Nick Names.
 13. The Parks and Recreation Department will not reschedule games for any reason, with the exception of rainout games.
 14. Tie games—At the end of 7 innings within the 55-minute time limit, or if tied as time runs out, then the last batter to make an out for the visiting team goes to third base. Batting team gets one out to score up to four runs (cap at four runs), then repeat process for the home team. If the game is still tied after one chance each, game ends in a tie. Automatic outs for playing short-handed will not be in effect for the tie breaker. **Tournament Championship games only will play to conclusion with no time limit and no tie breaker.**
 15. For games that are shortened for any reason, four (4) innings are required for a complete game.

Forfeit Games

1. If a team forfeits a total of 6 games in double header leagues or 3 games in single header leagues, that team may be dropped from the league with no refund.
2. If a coach knows in advance of game time that they cannot field a team, he/she must call 370-3471 ext. 14 or 17.
3. 1st Time No Notification Forfeit will be recorded in the Field Supervisor's Handbook. First offense will be a warning and the team coach / manager will be notified by the League Coordinator.
4. 2nd Time No Notification Forfeit will result in disqualification from post-season tournament. Team coach / manager will be notified upon second offense by the WCPR Athletics Administrator.
5. 3rd Time No Notification Forfeit may result in disqualification from the remainder of the season. Team coach / manager will be notified upon third offense by the WCPR Athletics Administrator.

Rain Out Games

1. Rain out games will be rescheduled through the Parks and Recreation Department. Rainouts will be made up at the decision of the recreation dept.

Most make-up games will be on Saturdays. There will be 24 hours notice at a minimum.

2. **Most rainout decisions will be made prior to 4:00 p.m. Call 370-0209.**
Rainout decisions made after 4:00pm will be made at the ball field.

Protest Games

Games protested will require a \$50.00 fee and a written protest. No judgment call will be protested. Team protesting player eligibility must notify the umpire and the field supervisor before the game starts. The fee and written protest must be given to the league supervisor prior to the start of the game or it will stand as official. If protest is won, moneys will be refunded. Post-game protests will not be considered.

Tournament Seeding and League Ties

1. In the case of regular season ties or ties for tournament seeds, the record against each other will determine the winner and seed.
2. Tournament seeding will be determined prior to the last week of the regular season.
3. The team with the best regular season record will be the home team each tournament game. If there is an "IF" game or if records are identical, home team will be determined with a coin flip.

Note

1. No league fee will be refunded once the season starts.
2. The season champions for each division, Open, Church and Coed, will be moved up to the next highest division the following year. The last place team in each division will be placed in the next division down upon approval of the Sports Administrator (Fieldstone Farms Spring Season Only).
3. Coaches are responsible for picking up and returning official league score sheets to the League Supervisor at the end of a single game or at the end of a double header.

General Rules

1. USSSA Softball Rules and this WCPR Supplement will be the guidelines for all league play.
2. All batters will start with one ball and one strike count. Batters with a 2-strike count will receive an extra foul ball.
3. Base runners may advance on ANY caught foul fly ball.
4. A pitched ball must arch at least three feet from the point of release, but no higher than ten feet from the ground before passing any part of home plate.
5. All leagues will have the NO COLLISION RULE. It will be the BASE RUNNER'S responsibility to STOP, SLIDE, GO BACK, or GO AROUND. This applies to all bases and baselines. A defensive player must not stand in the base path or block the base/plate without the ball. At first base, batter's attempting to beat out a ground ball must always use the ORANGE BAG. Failure to use the orange bag if there is a throw to first will result in that player being called out. This is not an appeal play. The defensive player uses the white bag on this play.
6. For any play at home plate, the catcher is encouraged to receive all throws from in front of the plate. After receiving the ball, the player may then move into the base path.
7. Blood Rule-Umpire's judgment will prevail.
8. Men's Open League, AAAA and AAA, will be allowed only SIX over the fence home runs. After the SIXTH over the fence home run, an out will be recorded.

All other Men's Open, Men's Church Leagues and Coed Leagues will be limited to THREE over the fence home runs. After the THIRD over the fence home run, an out will be recorded.

9. There is no requirement to run out over the fence home runs. There is no requirement to touch the next base on over the fence home runs.
10. The following bats will NOT be allowed for use in ANY WCPR Softball League: ANY BAT EXCEEDING 1.20 BPF and ANY TITANIUM ALLOY BAT WILL NOT BE USED IN LEAGUE PLAY. All USSSA stamped "Official Softball Bats" will be legal for play.
11. Each team will have the option of batting every person on their roster that is present at the game. If the team wishes to exercise this option, it must be declared before the start of the game and will remain in effect until the conclusion of the game. If a spot becomes vacated in the batting lineup, an out will be charged at this spot. It is an ALL OR NONE option (9, 10, 11, or ALL). Players arriving after the start of the game cannot be added during the game for the BATTING EVERYONE option.
12. A player must play in at least two single header games or three double-header games to be eligible to play in the post-season tournament. Challenges to this eligibility should be made before tournament play begins.
13. The Courtesy Runner: Each team will be allowed ONE courtesy runner per inning. Any player can be used, but if the courtesy runner is still on base when his/her turn at bat comes up, an out will be recorded at the plate. If the courtesy runner has been used and an injury occurs, and no sub is available, normal USSSA rules will be enforced.

Specific Coed League Rules

1. Team line-ups must consist of at least 5 men and 5 women. A team may play with 5 females and 4 males or 5 males and 4 females. An out will be recorded any time two males bat back to back.
2. Batting order must alternate sexes.
3. If male player is walked, second base is awarded and the following female batter may also take a walk. If she elects to bat, the male still gets second.
4. A line will be in the outfield, this line is used for when the females are batting, and all outfielders must stay behind the line until the ball is hit.
5. Teams can bat 12 batters, play 10 defensively but must follow USSSA AH rules.
6. Teams may field only 9 players; 5 males, 4 females or 4 males, 5 females (starting the game, or because of injury or ejection). The team must count an out when that position comes up in the batting order, and inform the home plate umpire.
7. Male batters will bat the WHITE 12" .44 COR ball. Female batters will bat the WHITE 11" .47 COR ball. Coach will throw in the appropriate ball from the coach's box.
8. The Courtesy Runner: Males may only run for males. Females may only run for females. Courtesy runner will be allowed one per inning.

Specific Women's League Rules

1. The WHITE 11" COR .47 ball for women will be the only legal ball.
2. Teams will place ten players on the field. The batting order for each will include all of the players that are present for each team. Any player arriving late must be added to the bottom of the batting order.
3. Teams will be allowed complete free substitution for players in the field. The teams batting order will not change because of any substitution of players. If a

- player is injured and there are more than 10 players in the rotation, no out will be awarded when that position is due to bat.
4. Games will have a 55-minute time limit. No new inning will start after 55 minutes.
 5. Nine players are required to start the game. One out will be recorded when the tenth spot comes up.
 6. Women's Open Leagues carry a six home run limit. Women's Church Leagues carry a 3 home run limit. Normal Mercy rule is in effect at all times.

ADULT BASKETBALL

Rules

1. TSSAA High School handbook will be the guideline for our league rules.
2. Games will start on time. Teams will be given a five minute to warm-up time at the scheduled game time. The game will be declared a forfeit at the end of the five minute warm-up if a team fails to have five players present. The final call on forfeits will be made by the Senior WCPR Athletics Representative, not the referees or score keepers. All other games will start five minutes after the previous game is completed if five players are present. The scheduled game time is the forfeit time. There is no grace period. However, players will always be given a minimum of five minutes to warm up at the scheduled game time.
3. Teams can have up to 12 men/women on their rosters. No player can be added to the roster after the fourth (4th) week of play. **Added players must sign the roster before playing in a game.**
4. It's the coach's responsibility to have all players understand and abide by the rules, as well as sign the roster and meet all eligibility requirements of the league. Ignorance of the rules will not be an excuse.
5. The clock will be a running clock with two 20-minute halves. The clock will stop the last one (1) minute of each half if the point difference is twelve (12) points or less. Half time will last four (4) minutes.
6. Any unsportsmanlike conduct will result in a technical foul.
7. Each team will receive three (3) time outs per game.
8. Teams must provide same color T-shirts or jerseys with different numbers that are clearly legible by the third week of play.
9. Jump ball to start game, then alternate possessions.
10. **No dunking! No grabbing or pulling on the rim. This will result in forfeiture of game** (before, during, and after the game). If dunking occurs after the game, the next scheduled game will be an automatic forfeit.
11. Any team not showing up for three games during the season will be **dropped** from the league (No Refunds).
12. Tournament seeding will be determined prior to the last week of the regular season.
13. Post season tournament will be single elimination unless otherwise stated.
14. Tie breaker for two teams will be head to head results.
15. Overtime will be two (2) minutes. The clock will stop during the last minute on every whistle and each team will receive an additional time out.
16. Players will not be allowed to play wearing any type of jewelry that could result in an injury.
17. Blood Rule – Referees' judgment will prevail.
18. **No refunds once the season begins.**

19. There will be no interchange between players that is considered by an official to be taunting or baiting in nature. If this occurs, the player involved will receive a technical foul.
20. Three technical fouls of any nature called against a team in one game will result in a forfeit. If a team forfeits 2 games due to misconduct technical fouls, they will be reviewed by the WCPR Athletic Division Staff relative to their continuing participation in the league.
1. Two technical fouls on the same player or coach will result in ejection of said player / coach and suspension of the following game(s). Ejected players / coaches / spectators must leave the premises.

ADULT VOLLEYBALL

Eligibility

1. You must be 18 and be out of high school to be eligible to play. Players may not currently be on a collegiate roster. College students may participate if they are not participating in a collegiate volleyball program. College players may participate if their eligibility is used up or if they are no longer associated with their school's team.
2. Players may participate on one team per league. Any player wishing to change teams must contact the league coordinator. Decisions will be based on case by case situations.
3. The team roster limit is 12 players for Coed and 8 players for Quad.
4. All rosters and league fees must be in the Parks & recreation office by the set deadline.
5. No new players may be added to a team roster after the fifth week of play.
6. When a player's eligibility is in doubt, it must be reported to the league supervisor prior to the start of the game. If the player in question is not reported in the time stated, the game shall be official

General Rules

1. Teams will begin match play at the end of either the ten minute warm-up or if both teams agree, the warm-up time can be shortened to allow more minutes to be used for the match. If the required number of players is not present, two for quads and all sand or four for coed, the match will be a forfeit.
2. Teams are required to play 3 games. The first two games are played to 25 (21 in Sand) with rally scoring, and a cap of 30 (23 in Sand). The 3rd game will also be rally scoring and will be played to 15. The cap for the third game is 15.
3. Let serves are in play.
4. Tournament seeding will take place after the last week of the season. Teams will be notified of tournament game times by the league coordinator.

Game Scoring & Tournament Play

1. Each match will have a one hour time limit. Your hour begins at the scheduled time frame. Included in that one hour is your warm-up time. Teams are required to play 3 games with the first two games played to 25 points with rally scoring, with a cap of 27 (twenty-seven) for the first two games. The 3rd game will be a rally game to 15.

- A. Sand matches will be played to 21 with a cap of 23 for the first two games.
2. League standings will be based on the total number of games won. Each match will consist of 3 games played. Tournament matches will be 2 out of 3 games.
3. In the event of a tie for the league championship, a tie-breaker will be determined by head to head competition. If it cannot be settled that way, we will recognize the teams involved as co-champions.
4. Any team that forfeits 3 or more matches during the season will not be eligible for tournament play.

INDOOR COED GAME RULES

1. Games are to be played with 6 players. Teams may play with the following combination of players:
 - 6 players—3 men & 3 women; 2 men and 4 women
 - 5 players—3 men & 2 women; 2 men and 3 women
 - 4 players—2 men & 2 women; 1 man & 3 womenA forfeit will be declared if a team has fewer than 4 players or if a team has fewer than 2 women.
2. The referee is in charge of the game at all times. The team coach is the only authorized person to discuss rule interpretation with the referee.
3. **The rules shall govern play for the male and female players on the same team with the following exceptions:**
 - A. The serving order and positions on the floor must be an alternation of male and female or vice-versa. If Team A is playing with three men and two women, both a point and serve will be awarded to Team B when two men are to serve back to back
 - B. During a rally, the ball can be played by any player on the floor during a three hit sequence. **It does not have to be played by at least one female.**
 - C. If anytime during play the ball hits the ceiling or supports and comes down on the same side of the court, another player of that team may hit the ball within the proper 3 hit sequence. If a ball hits the ceiling or supports and comes down into the opponent's court, a side-out or point will be awarded to the opponent. If a ball hits any side walls, curtains, or any part of a basketball goal, the play will be declared dead and a side-out or point will be awarded to the opponent.
4. Open hand tipping at the net is allowed.
5. Let serves are in play.

INDOOR & OUTDOOR QUAD GAME RULES

1. Games are to be played with 4 players. Games can be played if one team has only 2 players. If a 3rd player arrives, that player can enter the game at the first dead ball situation.
2. The serve will rotate among the 4 players that are on the floor. A designated serving order will be established before play begins.
3. Players may serve from any position behind the back line.
4. Teams will play on an open court. Positions other than the server are not required to rotate.
5. Open hand tipping at the net is not allowed.
6. Let serves are in play.

ADULT FLAG FOOTBALL

Rules

1. Games will start on time. Teams will be given a five minute to warm-up time at the scheduled game time. The game will be declared a forfeit at the end of the five minute warm-up if a team fails to have five players present. The final call on forfeits will be made by the Senior WCPR Athletics Representative, not the referees or score keepers. All other games will start five minutes after the previous game is completed if four players are present. The scheduled game time is the forfeit time. There is no grace period. However, players will always be given a minimum of five minutes to warm up at the scheduled game time.
2. A team can have up to twelve (12) players on their roster. No player can be added to the roster after the third game of the regular. All players must sign the roster/player contract before playing in a game.
3. Players cannot change teams once the season starts unless approved by the WCPR Staff.
4. All protests of eligibility must be brought to the attention of the official BEFORE the game starts or the protest will not be allowed.
5. It is the coach's responsibility to have all players understand and abide by the rules, as well as sign the roster and meet all league eligibility requirements. Ignorance of the rules is not an acceptable excuse.
6. Teams must provide same color t-shirts or jerseys.
7. Mercy Rule-If a team is behind by more than 20 points with less than five minutes remaining in the contest, the game will be declared over and the team that is ahead will be awarded the victory.
8. Any team not showing up for three games during the regular season will be dropped from the league. NO REFUNDS ONCE THE SEASON BEGINS.
9. BLOOD RULE: Referee's judgment prevails.
10. Players are encouraged to wear a mouth guard.
11. No type of hard cast or hard surface padding is allowed.
12. Game length is two twenty minute halves. The clock runs continuously except for injury or time outs until the last minute of each half. The clock will then stop for an incomplete pass, change of possession, first down or a score.
13. Each team has two (2) timeouts per game.
14. Scoring-Six (6) points for a touchdown. PAT's; one point from the 3 yard line, and two points from the 8 yard line. Two (2) points for a safety.
15. Teams start from their own 3 yd. Line. No kickoffs.
16. Each team has 8 downs to score.
17. Overtime games will start at the 8 yard line with each team getting 4 downs to score unless: a) the offense turns the ball over. b) the defense commits a penalty. c.) the offense commits a penalty.
18. All offensive players are eligible receivers.
19. A player may not stiff arm another player, push away a defenders hand or shield his flag in any way. No flag guarding.
20. A ball is dead as soon as it hits the ground. All laterals that hit the ground are down at the spot where it initially touches the ground. The team that had possession of the ball prior to the muffed ball will retain possession. THERE ARE NO FUMBLES.
21. A defender may not grab, hold onto or tackle another player or the player's uniform.

22. Blocking of any kind is not permitted. Players must make an effort to avoid contact. **THIS IS A NO CONTACT LEAGUE.** The block-charge principle will be applied.
23. The defender may not push, pull or have contact with the blocker.
24. Roughing the passer is a 6-yard penalty from the line of scrimmage and a repeat of the previous down.
25. Defensive pass interference is a six yard penalty from the line of scrimmage and a repeat of the previous down. Offensive pass interference will be a six yard penalty from the previous line of scrimmage and a loss of down.
26. No batting at the ball.
27. The ball will be marked at the spot at which the ball is at the time of the flag pull.
28. A player without a flag belt is down upon possession of the ball.
29. If the offensive team decides to spike the ball in order to stop the clock during the last minute of each half, the ball must be a direct snap from the center to the quarterback.
30. The defense must be at least one yard off of the line of scrimmage at the time of the snap.
31. The offense must have at least three players on the line of scrimmage at the time of the snap.
32. Only one player is allowed to be in motion at the time of the snap. This player is not considered to be on the line of scrimmage. The motion player may not be moving towards the line of scrimmage at the time of the snap. All other players must be stationary at the time of the snap.
33. No cleats or spikes of any kind are allowed.
34. No spitting in the arena.
35. Items not covered by these by laws will be ruled on by the WCPR Staff.

ADULT INDOOR SOCCER

Eligibility

1. League registration fees (in order to have league participation) will be paid prior to or during the initial coaches meeting.
2. Teams not qualifying for league play will have their registration fees returned immediately.
3. Players cannot change teams once the season starts unless approved by the Williamson County Parks & Recreation staff.
4. All players must be 18 years old and out of high school.
5. All players must sign the roster / player contract to be eligible to play.
6. Team rosters must be completed and turned in to the Recreation Department prior to the first game. Teams with out a roster on file will automatically forfeit their games.
7. All protests of eligibility must be brought to the attention of the official and supervisor prior to the start of the game or the protest will not be allowed.

Player Conduct

1. Only one spokesperson is permitted. This is the captain or coach of the team designated at the beginning of the game. He/she will accept full responsibility for the team's actions.
2. All spectators must remain in the seating area during the game. Anyone not wishing to abide by this rule will be asked to leave the facility.

3. If a team forfeits two games during the regular season, they will be reviewed by the Athletics staff relative to their continuing to participate in the league.
4. Two red card violations of any nature called during a game will result in a forfeited game. Misconduct will not be tolerated
5. Anyone intoxicated or thought to be intoxicated will be asked to leave the facility.
6. All players involved in fighting will be suspended immediately and indefinitely from all WCPR activities.

Adult Indoor Men's, Women's and Coed Rules

1. The following WCPR rules and procedures are the primary guideline for league play. These rules will be used in addition to, or in lieu of rules and procedures stated in the USSF, FIFA, and MISL rulebooks.
2. Games will start on time according to the published schedule and only the first game will have a grace period. Five minutes will be put on the clock at the scheduled start time for the first game. The game will be declared a forfeit at the end of this 5-minute period if one or both teams aren't available for play. This means one or both teams must have players on the field and ready to play. All other games will start according to the schedule.
3. Teams can have up to sixteen (16) team members on their rosters. No player can be added to the roster after the third scheduled game of the regular season. Added players must sign the roster/player contract before playing in a game.
4. Co-ed games must have at least two (2) women on the field at all times per team. If for any reason a women must drop off the field then that team must play a man down. I. E. One (1) woman on the field, then you must drop down to three (3) men. Co-ed games will not be started without a woman on the field.
5. It is the coach's responsibility to have all players understand and abide by the rules, as well as sign the roster and meet all league eligibility requirements.
6. The clock will be a running clock with two 22 minute halves. The Clock does not stop except for injury.
7. No refunds once the season begins.
8. Any team not showing up for two games during the season will be dropped from the league (NO REFUNDS).
9. League points will be awarded as follows: 3 points for a win, 1 point for a tie, 1 point for a shutout, and 0 points for a loss.
10. The offside rule is not in effect.
11. Teams will consist of five (5) field players plus one (1) goalkeeper - i.e. 6v6.
12. During kick-offs, the ball may be played forward or backward. After a goal is scored, the game is restarted with a kickoff from the center line.
13. A goalkeeper may only retain possession of the ball with his hands for a period of six (6) seconds. A dead ball must be played in six (6) seconds or be turned over to the opposing team.
14. The goalkeeper may not punt the ball. Only throw outs will be allowed.
15. The goalkeeper may not use his body illegally.
16. The ball may not be played across more than two of the three lines dividing the playing field into thirds without first touching the wall, or the floor. Infringement of this rule will result in a direct free kick taken on the opposing team's attacking third line, directly in front of the goal.
17. A ball which passes over the end line having been last played by a player defending that end will result in a "corner kick" - a direct kick to be taken from the corner spot by the attacking team. A ball which passes over the end line having been last played by a player attacking that end will result in a "goal kick" - a direct kick to be taken from any point in the goal box by the defending team.

18. If the ball gets jammed or lodged between players, the boards, or nets, the referee may award a drop ball at his discretion.
19. All indirect free kicks awarded inside the penalty area will be taken from the nearest point outside the penalty area. All direct free kicks awarded inside the penalty area will be taken as a penalty kick from the attacking yellow line. The goalkeeper lines up on his goal line, the PK kicker lines up at the ball, and the remaining players from both teams line up behind the center line. At the referees whistle, the kicker may dribble forward and shoot, the goalkeeper may come off his line, and the remainder of the players may run towards the goal. The ball is live and may be touch as many times as needed.
20. No slide tackling or sliding. Infringement will result in a direct free kick.
21. A ball which passes out of bounds on the side netting will result in an direct free kick at the point nearest to the point where the ball went out of bounds. A ball which hits the ceiling netting will result in an direct free kick from the nearest yellow lines on the field. The ball must be played from the yellow lines, failure to do so will result in the ball being turned over to the opposing team.
22. When a free kick or kickoff is being taken, the defending team must be at least ten (10) feet from the ball.
23. Minimum number of players for a game to legally start is four (4). If during the course of the game a team is reduced to fewer than four (4) players for whatever reason then they will forfeit the game.
24. If games begin running over scheduled times, administration, supervisors, or referees may, at their discretion, reduce the allowed time between games, reduce the slowed half-time rest period, and/or reduce overall game time in order to finish by the scheduled time. However, games may not be ended early. For example If the game is running long up to Five (5) minutes can be taken off the clock, however the time taken off must leave at least two (2) minutes left in the game.
25. A player is allowed to place one (1) hand on the boards for support. The use of two (2) hands will result in an indirect kick for the opposing team.
26. Free substitution on the fly as the game is in progress. Substitute may not touch the ball until player that is being substituted for is off the field before substitute comes in. Infringement will result in an indirect free kick for the opposing team, and a yellow card for the substitute. Substitution is done at score table gate team side only.
27. All players must wear indoor soccer shoes or sneakers - No molded cleats. Shin guards are mandatory. Infringement will result in a indirect free kick and a yellow card for that player.
28. In case of conflict in uniform color, the home team (team listed first on schedule) will be required to change. All teams should bring alternate jerseys.
29. The team on the North end of the field will kick off at the start of the game.
30. Players who receive a yellow card must spend Five (5) minutes at the penalty station (by the timekeeper's table). Teams may not substitute for the carded player. The carded player must remain at the penalty station until the penalty time has expired. If a goal is scored then the team that is down a player may put a player back in the game, but the carded player must serve the 5 minutes. Goal keepers must serve the yellow card. Two (2) yellow cards equal (1) red card for a player. Three (3) yellows during a game per team equals a red card.
31. Players who receive a red card must leave the facility for the remainder of the game. At the end of the game the referees and the supervisor will determine the severity of the red card. The player that received a red card may result in missing

- the next game, or be suspended the remainder of the season. All decisions are made final by the Athletic Coordinator. Players who receive two (2) red cards in a season will not be allowed to play for the remainder of the season. A team that has received a red card must play the remainder of the game short a player. Players who receive (3) yellow cards in a season will receive a red card and must sit out the next game. Any yellow cards after three (3) will result in a suspension of that player for one (1) game. Three (3) red cards for a team in a season means that team will forfeit the remaining of their games in the league.
32. All games will be played regardless of weather. It is the teams job to be at their scheduled game on time. WCPR will not reschedule games in the event of a forfeit or cancellation or bad weather.
 33. A normal size 5 ball will be used to play.
 34. During the period of the game, if a team commits four (4) direct free kick fouls, on the fourth direct free kick foul awards the opponents a penalty kick as stated in rule #19. The fouls are reset after four (4) direct free kick fouls. Fouls do not reset at half-time.
 35. If a foul occurs during the last seconds of the game and time passes, and a team is given a PK kick as stated in rule #19. IF (4) direct free kick fouls has been reach as the time expires as stated in rule #19. Five (5) seconds is place on the clock and the ball is live for that period of time.
 36. Protesting a game is allowed if the protesting team pays the protesting fee of \$50.00. Judgment on the game will be given within seven (7) days of the game.
 37. There is no over time in Regular Season Play. Over time is one 5 minute sudden death (first team that scores wins the game). At the end of the 5 minute sudden death if a winner has not been declared then a shootout will follow. The team with most goals after 5 PK wins. A coin toss is done to see who go first.
 38. A Player that tackles the ball in any way from behind will result in a direct kick foul, and that player may be given and yellow or red card.
 39. Advantage Rule: if a foul occurs and advantage is being played the referee will hold a hand up to indicate a direct foul has been given.
 40. Shin guards are to cover the entire shin, yellow card will be issued if entire shin is not covered by the shin guard and the player will not be able to return to the game until the shin guards meet the requirements.

YOUTH SOFTBALL

The following local rules and procedures will be used for the
2006 Williamson County Girls Youth Softball Spring Season.

1. Time limit- One hour and twenty minutes (1:20) or seven (7) innings, whichever is shorter.
 - a. For 6 & Under (coach pitch), limit is 1:15 or five (5) innings.
2. Five (5) runs or three (3) outs, per inning. Each team will bat the entire roster during the course of the game using the normal batting routine.
 - a. For 6 & Under (coach pitch), teams will bat the same number as the team with the lowest number of players present at the game or a max of 10 (ten) batters. 3 outs, 5 runs or ten batters will still apply.
3. Three strikes will result in an out.
 - a. 8 & Under (coach pitch), batters will have five (5) pitches or three strikes, whichever comes first, to put the ball into play. The batter will be declared out if the ball is not put into play after the fifth pitch. Batter will

- not be called out for fouling off fifth pitch. An offensive coach may be used to help retrieve any passed balls.
- b. 6 & Under will have three pitches from coach to put the ball into play, after three pitches, the batter will use the tee until the ball is hit into the field. A ten (10) foot arc measured from the back of the plate will be used to determine a fair ball into the field. The coach pitcher has the option to use the tee without using the three pitches. An offensive coach may be used to help set up the tee and retrieve any passed balls and tee after the ball is put into play.
4. Ten players will play defensively. Each team will play a regular six (6) girl infield; 1b, 2b, 3b, shortstop, pitcher, and catcher. Infielders must stand in front of or behind the base line when a runner is on base. The pitcher must play not closer than the pitchers rubber, and must be inside the pitching circle. The remaining four players will play in the outfield.
- a. For 6 & Under, there will be two (2) coaches in the defensive field, ten feet behind the base paths.
- b. For 8 & Under, there will be one (1) coach in the defensive field, ten feet behind the base paths.
5. Each player must play at least two (2) innings. The purpose of this rule is to ensure no rostered player sits in the dugout the entire game.
6. Catchers must wear a mask, chest protector and shin guards. Mask may be discarded after a ball is hit into the field.
7. The scoreboard will be used (if available).
- a. 6 & Under will not use the scoreboard.
8. Two umpires will be used for 9 & Older.
- a. One umpire will be used for 8 & Under.
9. Stealing will not be allowed in Slow Pitch at any age.
10. Stealing will be allowed in Fast Pitch. Regular USSSA rules will apply to all age groups over 10 years.
- a. 10 & Under Fast Pitch can steal every base but home. Runners may leave the bag after the ball has crossed the plate.
- b. 18U, 16U, 14U and 12U may leave the bag when the pitcher releases the ball.
11. The infield fly rule does not apply to any level of play.
12. Official time will be posted in the score keeper's book and the head umpire's watch will be the only official time.
13. League games must be played. If games are not played, a forfeit will occur. Eight players must be present to start and complete a game. If after a forfeit is declared, a scrimmage game is playable. Umpires work all games assigned. Teams will be able to use "pick-up" players who are in the same age division or younger AND from the same community to field a legal team.
- For example, a twelve and under team from Franklin could only use a player(s) from the same age division AND from Franklin. Teams will not be allowed to draw players from another community to field a team.**
14. No machine will be used for pitching. For Coach Pitch play, when the offensive pitching coach gets hit with a ball, the result will be a dead ball and the pitch will not count.
15. 10 & Under Fast Pitch Pitching Rule: After four (4) batters have walked consecutively in an inning, the offensive team's manager or coach comes in to pitch the rest of the inning. The batters will adhere to the Coach Pitch Rule 4a.

The pitches from the offensive coach must be slow, recreational, hittable pitches. No stealing will be allowed once the coach comes in to pitch.

16. Pitching Distances:
 - a. Fast Pitch must pitch from regulation distance only.
 - b. Slow Pitch Only: Players must pitch from the rubber if possible. The Umpire In Charge will have the discretion to move the pitcher closer for the 10 & U age group. Pitchers will pitch from the following distances:
 - i. 6 & Under---Coach pitcher may pitch as close as needed in a straight line from the plate to the mound.
 - ii. 8 & Under---Coach pitcher must pitch with one foot in the pitching circle.
 - iii. 10 & Under--- Thirty five (35) feet
 - iv. 12 & Under--- Forty (40) feet
 - v. 13 & Older---Forty (40) feet
17. The League Supervisor will make all rain out decisions. Rain out games will be rescheduled through the Parks and Recreation Department. Rain outs will be made up at the discretion of the Recreation Department. **Rain out decisions will be made AFTER 4:00PM or at game time for games scheduled during the week..**
18. The League Supervisor will handle protests. Judgment calls cannot be protested. Games protested will require a \$50.00 fee and a written protest. The fee and written protest must be given to the League Supervisor immediately after the game or the game will stand as official. If protest is won, moneys will be refunded. Post-game protests will not be counted.
19. Slow Pitch Game ball will be 11" RIF for all ages.
20. Fast Pitch Game Ball. 10 & Under: 11" RIF. 11 & Older: 12" RIF.
21. For girls 8 & Under (coach pitch), the defensive pitcher shall:
 - a. Wear a batting helmet or protective shielding with a face shield.
 - b. Remain even with or behind the 40' (forty foot) pitching rubber until the ball is hit.
22. For all ages, no girl will be allowed to play a defensive position, other than catcher, within thirty (30) feet of the batter. Pitcher must stay even with the rubber.
23. Overthrow Rule
 - a. For 6 & Under, a ball thrown to a live base will result in a stoppage of play if the THROWN ball gets through, around or over the player who is receiving the throw. As a result, the base runners will not be able to advance beyond the base they occupy or will occupy at the time of the overthrow. The ball must be thrown to a LIVE BASE. Play will not stop until, in the opinion of the umpire, the defense has made an actual attempt to put out a runner, lead or otherwise, meaning the defense will not be awarded "time" if the ball is thrown to third and there is no runner on second or third. Throws to a pitcher inside the pitching circle will no longer constitute stoppage of play.
 - b. For 8 & Under:
 - i. On a ball thrown from the infield: Runners may attempt to take one (1) base. The coach has the option to send the runner, this base is not given. The defensive team can put out the runner attempting to take the extra base if the ball remains live. The runner will only be able to advance one (1) base after the first overthrow. Example: A ball thrown to 1st base from the infield gets by the fielder. The batter reaches first base and attempts to go

to second base. The fielder retrieves the ball and throws the ball to second base to try to put out the runner. The ball goes past the fielder on second base. The play will be called dead and the runner will be stopped at second.

- ii. On a ball hit to the outfield: The umpire will stop the play when in his / her discretion, the ball is in control and inside of the baseline.

24. Base Lengths and Pitching Distance for Fast & Slow:

<u>Base Length</u>		<u>Pitching Distance</u>
6 & under	50'	Defensive pitcher must stay even with/behind the 35' rubber.
8 & under	50'	Defensive pitcher must stay even with/behind the 35' rubber.
10 & under	60'	35' Fast & Slow
12 & under	60'	40' Fast & Slow
14 & under	60'	40' Fast & Slow
18 & under	60'	40' Fast & Slow

25. East Williamson will always be the home team when playing regular season games at Fly Park. Teams other than East Williamson will flip for home status. When teams travel to other parks, the home team will be the host association. Teams will flip for home status in the County Tournament.